Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 4425-168 Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** (Column 1) (Column 2) TYPE [\_\_\_\_ OR **SMALL ENTITY TOTAL CLAIMS** RATE FEE FEE -0 RATE **FOR BASIC FEE** NUMBER FILED NUMBER EXTRA 355.00 BASIC FEE 710.00 OR TOTAL CHARGEABLE CLAIMS =9.2 minus 20 G X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X40 =X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 OR TOTAL TOTAL 10 **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY **SMALL ENTITY** OR (Column 1) (Column 3) (Column 2) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE **TIONAL** RATE TIONAL **AMENDMENT AFTER PREVIOUSLY EXTRA** FEE **FEE AMENDMENT** PAID FOR Minus Total X\$ 9=X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= ÓR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE **TIONAL** AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-NUMBER REMAINING **PRESENT** PREVIOUSLY RATE TIONAL RATE TIONAL ENDMENT AFTER **EXTRA AMENDMENT** PAID FOR FEE **FEE** Total Minus X\$18= X\$ 9=OR Independent Minus X40 =X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL OR \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT, FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.